	Type	L #	Hits	Search Text	DBs
1	BRS	L1	4123	(divid$3 or separat$3 or segment$8) with (lumin$8 or brightness or intensity or lightness) with (chrom$8 or ((color or colour) adj differnce))	USPAT
2	BRS	L2	0	1 same ((smooth$3 or blur$5 or sharpness) with (rate or unit adj2 area))	USPAT
3	BRS	L3	75	1 and ((smooth$3 or blur$5 or sharpness) with (rate or unit adj2 area))	USPAT
4	BRS	L4	867	(divid$3 or separat$3 or segment$8) with (lumin$8 or brightness or intensity or lightness) with (chrom$8 or ((color or colour) adj differnce))	US-PGPUB
5	BRS	L5	0	1 same ((smooth$3 or blur$5 or sharpness) with (rate or unit adj2 area))	US-PGPUB
6	BRS	L6	1	4 same ((smooth$3 or blur$5 or sharpness) with (rate or unit adj2 area))	US-PGPUB
7	BRS	L7	45	4 and ((smooth$3 or blur$5 or sharpness) with (rate or unit adj2 area))	US-PGPUB
8	BRS	L8	155	(divid$3 or separat$3 or segment$8) with (lumin$8 or brightness or intensity or lightness) with (chrom$8 or ((color or colour) adj differnce))	EPO
9	BRS	L9	1	8 and ((smooth$3 or blur$5 or sharpness) with (rate or unit adj2 area))	EPO
10	BRS	L10	1641	(divid$3 or separat$3 or segment$8) with (lumin$8 or brightness or intensity or lightness) with (chrom$8 or ((color or colour) adj differnce))	DERWENT
11	BRS	L11	1	10 and ((smooth$3 or blur$5 or sharpness) with (rate or unit adj2 area))	DERWENT

	Type	L #	Hits	Search Text	DBs
12	BRS	L12	1672	(divid$3 or separat$3 or segment$8) with (lumin$8 or brightness or intensity or lightness) with (chrom$8 or ((color or colour) adj differnce))	JPO
13	BRS	L13	0	12 and ((smooth$3 or blur$5 or sharpness) with (rate or unit adj2 area))	JPO

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☐   **1. A color texture based visual monitoring system for automated surveillance**
Paschos, G.; Valavanis, F.P.;
Systems, Man and Cybernetics, Part C, IEEE Transactions on
Volume 29, Issue 2, May 1999 Page(s):298 - 307

<u>AbstractPlus</u> | <u>References</u> | Full Text: <u>PDF</u>(1100 KB)   IEEE JNL

☐   **2. A color texture based visual monitoring system for automated surveillance**
Paschos, G.; Valavanis, K.P.;
Autonomous Underwater Vehicle Technology, 1996. AUV '96., Proceedings of the 199(
2-6 June 1996 Page(s):354 - 361

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	Type	L #	Hits	Search Text	DBs	Time Stamp
1	BRS	L5	6	(noise with (reduc$8 or remov$3)) same (wide with range with pixel)	USPAT	2004/08/05 23:23
2	BRS	L6	199	(noise near2 (reduc$8 or remov$3) smooth$3 or blur$3) same (lumin$8 with edge)	USPAT	2004/08/05 23:26
3	BRS	L7	22	(noise near2 (reduc$8 or remov$3) smooth$3 or blur$3) same (lumin$8 with edge with chrom$8)	USPAT	2004/08/05 23:35
4	BRS	L8	1	(noise near2 (reduc$8 or remov$3) smooth$3 or blur$3) same (lumin$8 with edge with chrom$8)	EPO	2004/08/05 23:36
5	BRS	L9	1	(noise near2 (reduc$8 or remov$3) smooth$3 or blur$3) same (lumin$8 with edge with chrom$8)	DERWENT	2004/08/05 23:36

	Type	L #	Hits	Search Text	DBs	Time Stamp
1	BRS	L1	58	(smooth$3 or sharp$8) same (rate or (unit adj area)) same (chrom$8 or color adj difference) same (lum$9 or intensit$6 or brightness)	USPAT	2004/10/30 20:36
2	BRS	L2	1	(smooth$3 or sharp$8) same (rate or (unit adj area)) same (chrom$8 or color adj difference) same (lum$9 or intensit$6 or brightness)	EPO	2004/10/30 20:35
3	BRS	L3	2	(smooth$3 or sharp$8) same (rate or (unit adj area)) same (chrom$8 or color adj difference) same (lum$9 or intensit$6 or brightness)	DERWENT	2004/10/30 20:35
4	BRS	L4	2	(smooth$3 or sharp$8) same (rate or (unit adj area)) same (chrom$8 or color adj difference) same (lum$9 or intensit$6 or brightness)	JPO	2004/10/30 20:36
5	BRS	L5	1	smooth$3 same (rate or (unit adj area)) same (chrom$8 or color adj difference) same (lum$9 or intensit$6 or brightness)	JPO	2004/10/30 20:36
6	BRS	L6	29	smooth$3 same (rate or (unit adj area)) same (chrom$8 or color adj difference) same (lum$9 or intensit$6 or brightness)	USPAT	2004/10/30 20:37
7	BRS	L7	194	(smooth$3 or low adj3 filter$3) same (rate or (unit adj area)) same (chrom$8 or color adj difference) same (lum$9 or intensit$6 or brightness)	USPAT	2004/10/30 20:39
8	BRS	L8	69	smooth$3 with (chrom$8 or color adj difference) with (lum$9 or brightness)	USPAT	2004/10/30 20:41
9	BRS	L9	13	8 same (area or rate)	USPAT	2004/10/30 20:41

	Type	Hits	Search Text
1	BRS	1	(adaptiv$3 with (noise adj2 remov$3 or smooth$3 or blur$3))same chrom$8 same lum$8
2	BRS	3767	(noise adj2 remov$3 or smooth$3 or blur$3 or filter$3)same chrom$8 same lum$8
3	BRS	359	noise adj2 remov$3 or smooth$3 or blur$3 or filter$3)same chrom$8 same lum$8 same(edge or contour
4	BRS	359	noise adj2 remov$3 or smooth$3 or blur$3 or filter$3)same chrom$8 same lum$8 same(edge or contour
5	BRS	834	(noise adj2 remov$3 or smooth$3 or blur$3 or filter$3) same (lum$8 with (edge or contour))
6	BRS	677	(noise adj2 remov$3 or smooth$3 or blur$3 or filter$3) same (lum$8 with edge)
7	BRS	288	((noise adj2 remov$3 or smooth$3 or blur$3 or filter$3) same (lum$8 with edge)) and chrom$8
8	BRS	195	(((noise adj2 remov$3 or smooth$3 or blur$3 or filter$3) same (lum$8 with edge)) and chrom$8) and 348/$7.ccls.
9	BRS	308	(noise adj2 remov$3 or smooth$3 or blur$3) same (lum$8 with edge)
10	BRS	55	((noise adj2 remov$3 or smooth$3 or blur$3) same (lum$8 with edge)) and 348/$7.ccls.
11	BRS	18	(noise adj2 remov$3 or smooth$3 or blur$3) same (lum$8 with edge with chrom$8)